Combat Engineering

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ENGINEER BATTLESPACE FUNCTIONS

General Engr

LOC construction and repair
Logistic-Support facilities
Area damage control
Construction materials production

Combat Engr

Geospatial Engr

Terrain analysis
Map production
Precision survey

Survivability

Fighting positions
Protective emplacements
Protective support facilities
Concealment

Countermobility

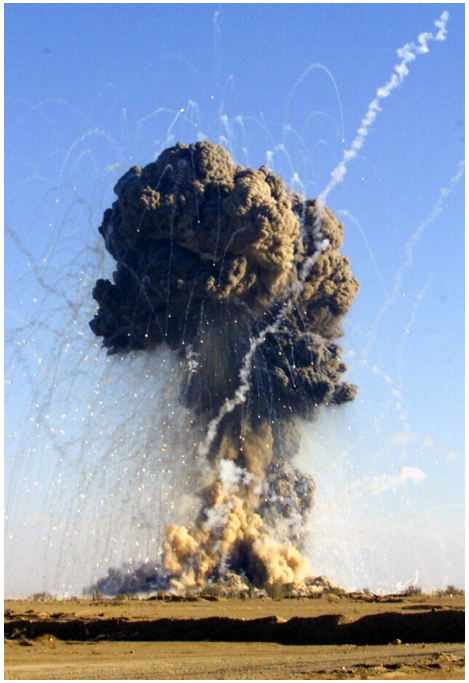
Mine systems
Obstacle development

Mobility

Countermine/ Counterobstacle
Gap Crossing
Combat roads/trails
Forward aviation combat engineering

Combat Engineering

- **Tasks that focus on the support of combined arms maneuver. Enhances operational movement, maneuver, and force protection by facilitating M/CM/S operations.**

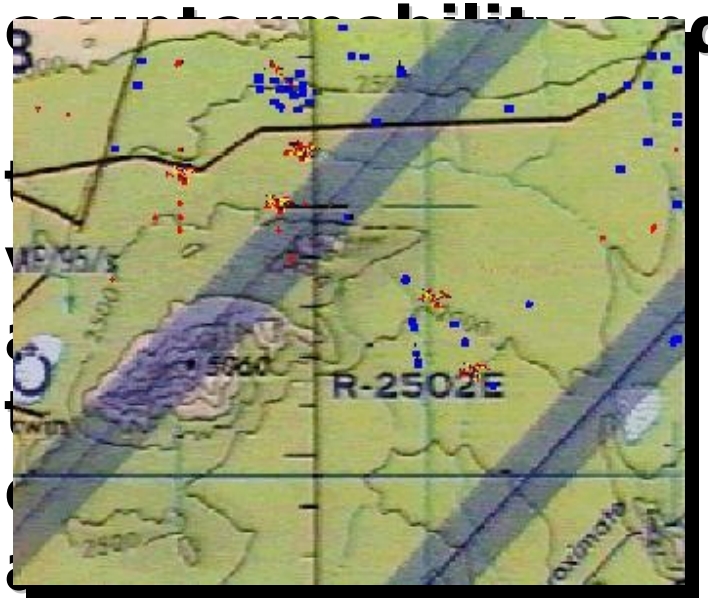


DEFINITIONS

- **GENERAL ENGINEERING: Those engineer tasks which increase the mobility, survivability and sustainability of tactical and logi**
  rear of
  the forward line
  of troops (FLOT

DEFINITIONS

- **GEOSPATIAL ENGINEERING: These operations provide the Commander with an effective means to evaluate the battlefield in terms of mobility, [illegible]d survivability; gain knowledge of battlefield; terrain and available information on area of operations interest.**



COMBAT ENGINEERING

AVLB

M104 WOLVERINE

AVLM

MICLIC

ACE

DEUCE
Deployable Universal
Combat Earthmover

M2 Engineer Fighting Vehicle

A Bradley vehicle transporting bundles of wire on its trim vane.

Mine Clearing Line Charge (MICLIC)

MINE
MINE

M9 Armored Combat Earthmover

12

55

DEFINITIONS
COMBAT ENGINEERING

- **MOBILITY: Those activities that enable a force to move personnel and equipment on the battlefield without delays due to terrain or obstacles**

MOBILITY

- **Countermine**
  - **Detection**
  - **Reduction**
  - **Clearance**

MOBILITY

- **Counterobstacle**
  - **Demolition obstacles**
  - **Constructed/pre-construct obstacles**
  - **Improvised obstacles**

Suppress, Obscure, Secure, Reduce

MOBILITY

- **Gap Crossing**
  - **Assault bridging**
  - **LOC bridging**

MOBILITY

- **Other**
  - **Combat roads and trails**
  - **Forward aviation (ADB)**

- **Lane/Route Maintenance**
- **Marking**
- **Route Recon**
- **Underwater Recon**
- **EOD**

DEFINITIONS
COMBAT ENGINEERING

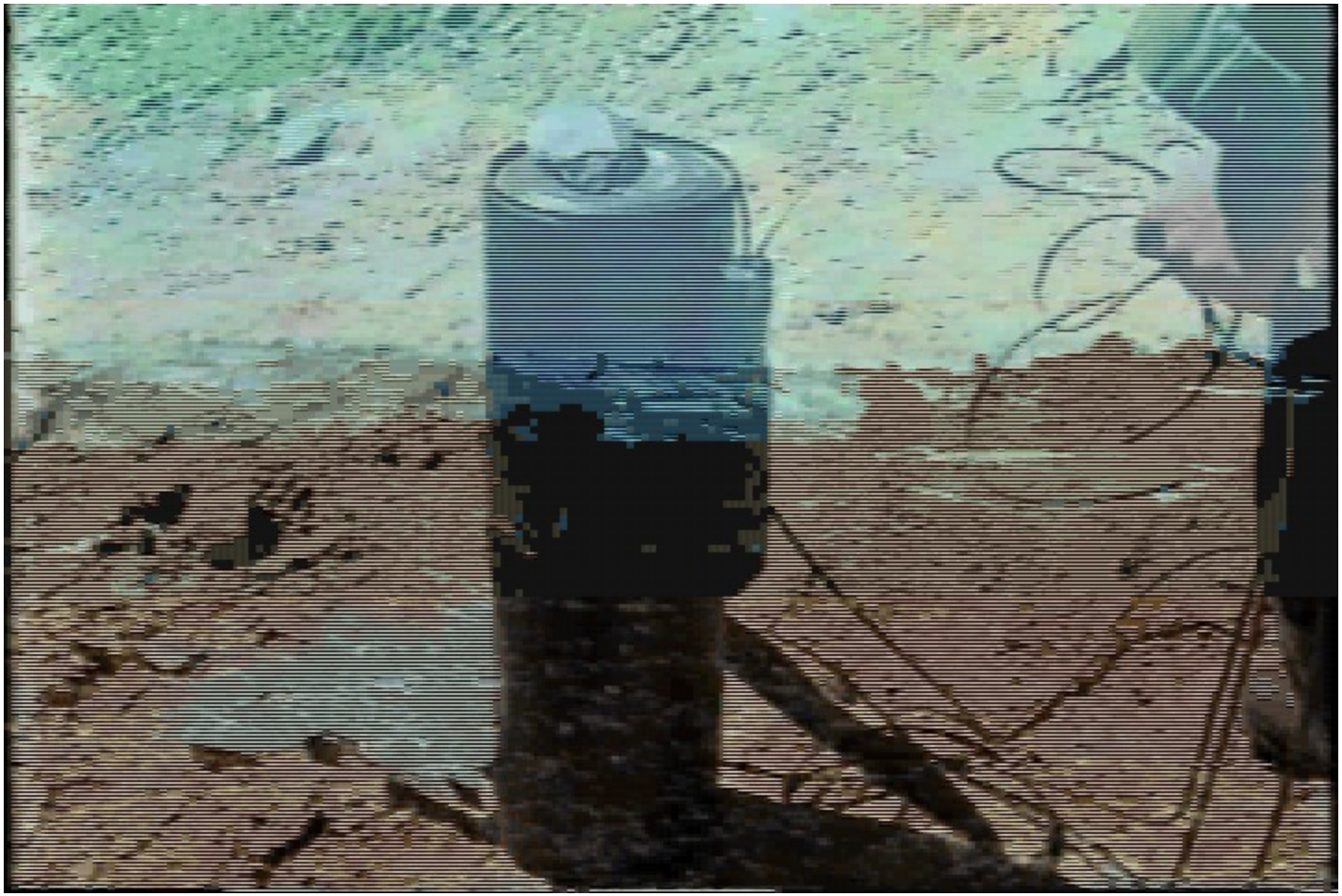
- **COUNTERMOBILITY: Augmenting natural terrain with obstacle systems according to the commander's concept, adding depth to the battle in space and time by attacking the enemy's ability to**

COUNTERMOBILITY

- Tactical obstacle
- Mine systems
  - Scatterable
  - Conventional

COUNTERMOBILITY

- **Other**
  - **Anti-tank Ditch (ATD)**
  - **Constructed**
  - **Improvised**
- **Road Craters**



DEFINITIONS
COMBAT ENGINEERING

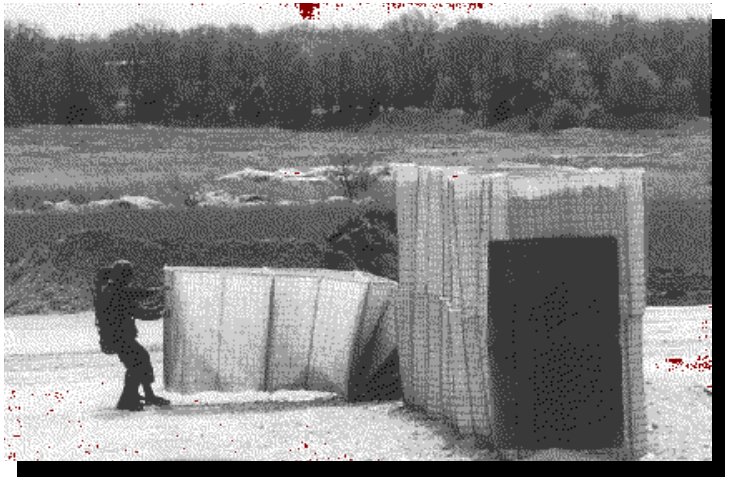
- **SURVIVABILITY: Provides cover and mitigates the effect of enemy weapons on personnel, equipment, and supplies while simultaneously deceiving the enemy regarding the intentions of the force.**

SURVIVABILITY

- **Fighting positions**
  - **Vehicle**
  - **Individual**
- **Protective positions**
  - **Vehicle**

SURVIVABILITY

- **Facility and resource protection**
- **Physical security operations**



SURVIVABILITY

- **Camouflage and concealment**
- **Deception**

GENERAL ENGINEERING

- Logistic facility support
- Pipelines
- Well drilling
- CL IV managemen
- Base construction

GENERAL ENGINEERING

- EOD/UXO
- Base Camps
- EPW cages
- Refugee/DP camps
- Area damage control
- Fire fighting
- Damage assessment

GENERAL ENGINEERING

- **LOC Construction and Repair**
  - **Roads**
  - **Bridges**
  - **APODS**

MCGILL RANGE UPGRADE

- **82 EN BN TF will construct range 1 “D” for Dog target firing.**
- **Task: To increase 709th MP proficiency in dispatching dogs in AOR.**
- **Purpose: G4 reports 709th MP ammunition consumption rate of 5 rds/dog**

is not sustainable.